

FOUNDATION

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Introduction

In this issue, we will take over from Kaissa on the discussion of the evolving Postal Locator project. Also, from Foundation #1, there is a Rating System that I experimented with, which I will revive. It won't see print for a couple of issues as yet. The system itself will be printed next issue. Also, let me know if you know of anyone who wants to get rid of old zines, that I might get for the Archive.

Postal Locator

Before I get to the listings, we have a few letters on the subject. Firstly, there were a few kind notes such as these:
JAMES EARLY: ...I think the Games Wanted service is an excellent idea. I personally could use it in a big way. All of my players have a full load just about, and won't sign up for any new games. ... I will avidly support your project, and I will plug it in the next TRE.(The Razor's Edge, his zine- eh)
LANCE O. ANDERSON: I have read both Kaissa #100 & Foundation #2 and actually favor both the Postal Locator systems. Each system has unique features that players and GM's benefit from. Must a decision be made for a sole system? Carrying both might prove most beneficial. However Postal Locator #2 ((standby system)) appeals in a broader sense that it allows the players the choice of several instant ongoing games instead of having to wait for a game to fill (if ever).((That is indeed the real appeal of any standby position; quick entry, and immediate opportunity - that is, if the player NMR's out and you get the position. But, yes, both Postal Locators are going to remain in force. What we have been wrangling in K99 and F2 is which mode of each will be carried - see below)).

Indeed, the question was the form in which the system and its' parts would take...a great deal of thought is necessary to make sure that the system both works and fulfills the need for which it is designed. On that:
TOM JOHNSON: ...It seems the Postal Standby Locator & the Postal Player Locators major difficulties will lie in GM acceptance. Hopefully, sufficient safeguards will be built in to eliminate any possibility of sabotage from potential dissident elements in the hobby. If so it will prosper. If sufficient safeguards (safeguards should be built in through thorough procedures) can be implemented and GM acceptance is only lukewarm then it would seem only one option remains. Performance - if the two services perform well (extremely well) then GM acceptance will improve and hopefully, the state of the hobby (through many improved games).

The voice of idealism. Stick around - the hobby will disabuse you of such notions quickly enough! Thanks for the encouragement, but as anyone can tell you - if nothing else, I am tenacious. I try to put safeguards into the systems, but safeguards cannot be built against dissidents. Here is one such fly in everyone's ointment, the estimable.

ROBERT SACKS: W. Elmer Hinton Jr. ... is starting 2 postal locator functions: A Game Wanted Listing...and a General Standby Service which

competes with the BNC's Universal Standby List (perhaps both were independently developed). ((As you may now know, the BNC, William Quinn, has recently announced a standby service which closely parallels what appeared in Kaissa #99.))

Since this will only be the first of some such inquiries, let's be clear on our facts Robert: 1. Postal Locator (both parts) were first provably discussed, in print, in Kaissa #99, April 6, 1985; Quinns' service was announced in Everything...#64, mailed in mid June 1985; and 2. As for the innuendo about independent development: I had no opportunity to see Quinns' project before its' announcement. Mr. Quinn, was welcome, as a Kaissa trader, to participate in ours, however.

You see, Tom, there are those who run off at the mouth and conduct sabotage irregardless of facts, or of ones presentation of them, guard against them as we might.

Also, I should mention thanks to David McCrumb who noncommittally plugged both systems.

the Postal Locator:Postal Standby Locator (Dip.)

These are people who are willing to standby generally, and immediately if called (and all pertinent information is provided - last turn, so ownership, player addresses, house rules, etc) or may be contacted via samples.

Melinda Ann Holley, PO Box 2793, Huntington WV 25727. (6) (Number in parenthesis is last issue on list unless renewed.)
 Thomas E. Johnson III, 2 Chaucer Dr., Newark DE 19713. (6)
 *Paul P. Kelly, 3330 Esperanza Dr., Concord CA 94519. (6)

The Postal Locator:Postal Player Locator

This is a list of games people wish to play, and the names of those interested. Contact the custodian (myself) if you want to access these either to fill an existing opening or to take a game that is close to filling here.

Diplomacy, regular, (novice):*P.Kelly. (6) (Number in parenthesis is last issue on list unless request renewed.)
 Diplomacy, variant, Youngstown:*P.Kelly. (6)
 Diplomacy, variant, Twin-Earth:*P.Kelly. (6)
 Diplomacy, variant, (any): *P.Kelly. (6)

*Note: Asterisk means: Paul Kelly would prefer variant to regular game, and of the range noted, only desires one additional game at this time.

How to get off the list - each entry is coded to run out, so not renewing it will cause the name to fall off the list.

How to get on the list - to get on this list, just by request any FOUNDATION subscriber/trader can get on. Kaissa traders are automatically Foundation traders. Foundation subscription is \$7.00 per year. (This is your last issue unless renewed.) Requests to get on the Postal Locator lists are good for 4 insertions, per request.

Next issue we will have some more discussion on the format and rules for each listing, probably the Dominance rating system item, and probably a change in the general format of this zine (as size increases)...If you are receiving this and Kaissa as a first time sample, welcome; any comments or suggestions? And if you want to request a certain game instead of searching through opening lists, whether as a start or a standby, consider Postal Locator, and Foundation.

News

RAZORCON: Aug. 17 & 18, Pasadena TX, contact James Early, 3705 Uruguay, Pasadena TX 77504 (713)941-6364. Registration fee.

Rebel and The Appalachian General have both gone to booklet format in July. An impromptu Byrnecon seems to have developed over Aug. 3-4; Trivial

Pursuit seems to have been the mainstay.
